

DUPLICATE AND DAMAGED PACKETS

The **ping** utility will report duplicate and damaged packets. Duplicate packets should never occur when pinging a unicast address, and seem to be caused by inappropriate link-level retransmissions. Duplicates may occur in many situations and are rarely (if ever) a good sign, although the presence of low levels of duplicates may not always be cause for alarm.

Duplicates are expected when pinging a broadcast or multicast address, since they are not really duplicates but replies from different hosts to the same request.

Damaged packets are obviously serious cause for alarm and often indicate broken hardware somewhere in the **ping** packet's path (in the network or in the hosts).

Ref: <http://www.gsp.com/cgi-bin/man.cgi?section=8&topic=ping#4>

`-c count`

Stop after sending (and receiving) count ECHO_RESPONSE packets.